



# LUNAR RESCUE



CAN YOU SAVE  
THE ASTRONAUTS?



1. AVOID METEORITES  
TO LAND RESCUE SHIP



2. PICK UP ASTRONAUT AND  
SHOOT YOUR KEY TO THE  
MOTHER SHIP



3. A SUCCESSFUL DOORING



4. CONGRATULATIONS!!  
YOU GOT BONUS FOR  
SIX SUCCESSFUL SAVES



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# LUNAR RESCUE™



## PLAY INSTRUCTIONS FOR LUNAR RESCUE

- \* Select game for one or two players.
- \* Push red button to descend from mother ship to rescue astronauts.
- \* Find a landing area as you avoid crashing into shooting stars.
- \* Pushing red button will control the landing speed of the rescue ship.
- \* After landing, return to mother ship.
- \* Push red button to shoot at flying saucers. Control rescue ship to dock with mother ship.
- \* When docking is accomplished and astronaut saved, the following points are scored:

1st frame	50 points each astronaut
2nd frame	100 points each astronaut
3rd frame	150 points each astronaut
4th frame	300 points each astronaut
5th frame	300 points each astronaut
- \* One rescue ship will be awarded when score reaches 3,000 points.
- \* Landing six (6) times in a frame-astronaut-rescue points and remaining fuel points are added to your score.
- \* Flying saucers destroyed score 30 or 50 points.
- \* Rescue all six (6) astronauts in a frame for bonus points.

## ADDITIONAL INFORMATION

1. Pushing red button produces different effects at different stages of play.  
At beginning of game push red button to leave mother ship. Enroute to landing, push red button to slow your descent and avoid meteorites. Enroute to docking push red button to:  
A. Fire missiles  
B. Accelerate vessel speed
2. Landing —  
Be careful to land only in designated landing areas. If you don't, your ship will crash.
3. Docking —  
It is not enough just to get past the meteorites and enemy vessels and missiles. You must (using joy stick and red button) guide your ship to a successful rendezvous with the mother ship. Incorrect docking causes you to lose astronaut.  
Technique to beat high score —  
On your way to dock into the mother ship, shoot down as many enemy vessels as you can. This will enable you to score points for docking and points for enemy vessels. Be careful not to get too close to enemy ships because even if you destroy them, you run the risk of crashing yourself.

